

# Fabio J. Matos Nieves

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## Education

University of Puerto Rico, Mayagüez, PR

Computer Engineering, B.E.  
May 2024

- Completed required coursework in the Computer Engineering bachelor's program encompassing structured programming, object-oriented programming, data structures, operating systems, circuit analysis, analog and digital circuit analysis, sequential and combinational logic, embedded programming, and embedded design.

## Software & Hardware Projects

*Insulin Temperature Warning System* ([ICOM-4217-Project](#)) 2023  
Created a prototype design for an industrial system that monitors the temperature of insulin in pharmaceutical manufacturing wirelessly.

*SNKRS Trust Website* ([INSO-4101-Project](#)) 2023  
Programmed log in, signup, and homepage for a limited edition shoe reselling store

- Markup was done in HTML and the CSS framework Bootstrap
- Templating and database functions were done in Python Flask

*rplexfmtr* ([rplexfmtr](#)) 2023  
Developed a file organization tool to mass rename media files to conform to the Plex Media Server format, written purely in the Rust programming language.

*Deep sea communication channel modeling* ([INEL-4301-Project](#)) 2022  
Coded a model for deep sea communication along with graphical representations for each part of the communication channel in MATLAB. This is useful in understanding noise reduction, signal attenuation and filtering for real life analog communication channels.

*Color Scripts* ([Bash-Scripts](#)) 2022  
Ported Derek Taylor's [Shell Color Scripts](#) project from a Arch Linux PKGBUILD format to a linux distribution agnostic shell script.

*C++ OpenFrameWorks Fractals* ([OpenFrameWorks-Fractals](#)) 2020  
Created an interactive representation of fractals, a recursively generated image, in C++ using the OpenFrameWorks API.

*OpenFrameWorks-Pacman* ([OpenFrameWorks-Pacman](#)) 2020  
Fixed a version of Pacman created in C++, adding additional ghosts, fruits and gameplay modifiers such as invisible ghosts and a horde mode.